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- 1**  Explanation for an expert system that performs estate planning 82%
 D. A. Schlobohm , D. A. Waterman
Proceedings of the first international conference on Artificial intelligence and law
 December 1987
- 2**  FLEXICON: an evaluation of a statistical ranking model adapted to 82%
 intelligent legal text management
 Daphne Gelbart , J. C. Smith
Proceedings of the fourth international conference on Artificial intelligence and law
 August 1993
 The FLEXICON system was designed to provide legal professionals with an effective and easy-to-use legal text management tool. This paper discusses the structured knowledge representation model designed for the FLEXICON system serving both as an internal knowledge representation scheme, in conjunction with statistical ranking, and as an external representation used to summarize legal text for rapid evaluation of the search results. The model is evaluated and compared to alternative informati ...
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 Anita Komlodi , Gary Marchionini
Proceedings of the third ACM conference on Digital libraries May 1998
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 Marc Lauritsen
Proceedings of the third international conference on Artificial intelligence and law May 1991
- 5** Coverage, relevance, and ranking: The impact of query operators on 77%

Web search engine results

Caroline M. Eastman , Bernard J. Jansen

ACM Transactions on Information Systems (TOIS) October 2003

Volume 21 Issue 4

Research has reported that about 10% of Web searchers utilize advanced query operators, with the other 90% using extremely simple queries. It is often assumed that the use of query operators, such as Boolean operators and phrase searching, improves the effectiveness of Web searching. We test this assumption by examining the effects of query operators on the performance of three major Web search engines. We selected one hundred queries from the transaction log of a Web search servic ...

6 Performance evaluation of three microcomputer based systems in a small business dataprocessing environment. 77%

T. G. Lewis

Proceedings of the first SIGMINI symposium on Small systems August 1978

In March, 1977 a team of students under the guidance of the author began studying three personal computer systems to determine their strengths and weaknesses when placed in a data processing environment. The three systems were chosen to represent a broad spectrum of contemporary microcomputer based data processing equipment. System W is a firmware BASIC computer originally designed for scientific applications but found being used in a variety of business processing applications. System T is ...

7 Fast detection of communication patterns in distributed executions 77%

Thomas Kunz , Michiel F. H. Seuren

Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

8 Visualizing trees with a hyperbolic projection in one dimension 77%

Alexander Kolliopoulos

The Journal of Computing in Small Colleges April 2003

Volume 18 Issue 4

There has been great progress in detail-in-context visualization techniques for large trees relying on hyperbolic projections. The benefit of this viewing paradigm is the ability to view the entire structure of an arbitrarily large tree while simultaneously viewing local detail in context. However, current techniques require a circular drawing area, which wastes screen space and is often inconvenient for embedding within interfaces. It is possible to use a modified technique, which projects a tr ...

9 A structural view of the Cedar programming environment 77%

Daniel C. Swinehart , Polle T. Zellweger , Richard J. Beach , Robert B. Hagmann

ACM Transactions on Programming Languages and Systems (TOPLAS) August 1986

Volume 8 Issue 4

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and

the development of prototype software systems for a high-performance personal computer. T ...

10 Contextual Virtual Interaction as Part of Ubiquitous Game Design and 77%

Development

Tony Manninen

Personal and Ubiquitous Computing January 2002

Volume 6 Issue 5-6

This paper relates to the problems of designing rich interaction, in the context of multi-player games, that would adequately support communication, control and co-ordination. The aspects of fun and rich experiences, usually required within the entertainment context, are easily overlooked in technologically driven system design. The concepts of a future ubiquitous game can be difficult to comprehend and evaluate in cases where a fully functioning physical prototype is not an option. One solution ...

11 Two case studies of open source software development: Apache and 77%

Mozilla

ACM Transactions on Software Engineering and Methodology (TOSEM) July 2002

Volume 11 Issue 3

According to its proponents, open source style software development has the capacity to compete successfully, and perhaps in many cases displace, traditional commercial development methods. In order to begin investigating such claims, we examine data from two major open source projects, the Apache web server and the Mozilla browser. By using email archives of source code change history and problem reports we quantify aspects of developer participation, core team size, code ownership, productivity ...

12 Machine learning in automated text categorization 77%

Fabrizio Sebastiani

ACM Computing Surveys (CSUR) March 2002

Volume 34 Issue 1

The automated categorization (or classification) of texts into predefined categories has witnessed a booming interest in the last 10 years, due to the increased availability of documents in digital form and the ensuing need to organize them. In the research community the dominant approach to this problem is based on machine learning techniques: a general inductive process automatically builds a classifier by learning, from a set of preclassified documents, the characteristics of the categories. ...

13 Collaborative Filtering: Specifying preferences based on user history 77%

Loren Terveen , Jessica McMackin , Brian Amento , Will Hill

Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves April 2002

Many applications require users to specify preferences. We support users in this task by letting them define preferences relative to their personal history or that of other users. We implement this idea using a graphical technique called control shadows, which we have implemented on both a desktop computer and on a cell phone with a small, grayscale display. An empirical study compared user performance on the graphical interface and a text table interface with identical functionality. On the desktop ...

14 IRI-h, a Java-based distance education system: architecture and 77%

performance

R. Maly , H. Abdel-Wahab , C. Wild , C. M. Overstreet , A. Gupta , A. Abdel-Hamid , S.

Ghanem , A. Gonzalez , X. Zhu

Journal on Educational Resources in Computing (JERIC) March 2001

We used our Original Interactive Remote Instruction (IRI) system to teach scores of university classes over the past years at sites up to 300 km apart. While this system is a prototype, its use in real classes allows us to deal with crucial issues in distributed education instruction systems. We describe our motivation and vision for a reimplementaion of IRI that supports synchronous and asynchronous distance education. This new version, called IRI-h (h for heterogeneous), is coded in Java ...

15 Charting past, present, and future research in ubiquitous computing 77%



Gregory D. Abowd , Elizabeth D. Mynatt

ACM Transactions on Computer-Human Interaction (TOCHI) March 2000

Volume 7 Issue 1

The proliferation of computing into the physical world promises more than the ubiquitous availability of computing infrastructure; it suggest new paradigms of interaction inspired by constant access to information and computational capabilities. For the past decade, application-driven research on ubiquitous computing (ubicomp) has pushed three interaction themes: natural interfaces, context-aware applications, and automated capture and access. To chart a course ...

16 Bringing order to the Web: automatically categorizing search results 77%



Hao Chen , Susan Dumais

Proceedings of the SIGCHI conference on Human factors in computing systems

April 2000

We developed a user interface that organizes Web search results into hierarchical categories. Text classification algorithms were used to automatically classify arbitrary search results into an existing category structure on-the-fly. A user study compared our new category interface with the typical ranked list interface of search results. The study showed that the category interface is superior both in objective and subjective measures. Subjects liked the category interface much better than the ...

17 Yahoo! as an ontology: using Yahoo! categories to describe documents 77%



Yannis Labrou , Tim Finin

Proceedings of the eighth international conference on Information and knowledge management November 1999

We suggest that one (or a collection) of names of Yahoo! (or any other WWW indexer's) categories can be used to describe the content of a document. Such categories offer a standardized and universal way for referring to or describing the nature of real world objects, activities, documents and so on, and may be used (we suggest) to semantically characterize the content of documents. WWW indices, like Yahoo! provide a huge hierarchy of categories (topics) that ...

18 Reducing line clutter in software engineering diagrams 77%



Todd S. Moyer , Ephraim P. Glinert

Proceedings of the 19th annual conference on Computer Science April 1999

19 VITE: a visual interface supporting the direct manipulation of structured 77%



data using two-way mappings

Hao-Wei Hsieh , Frank M. Shipman

Proceedings of the 5th international conference on Intelligent user interfaces

January 2000

Information processed by computers is frequently stored and organized for the computer's, rather than for the user's, convenience. For example, information stored in a database is normalized and indexed so computers can efficiently access, process,

and retrieve it. However, it is not natural for people to manipulate such formal/prescriptive representations. Instead, people frequently sort items by rough notions of association or categorization. One natural organizational process has been fo ...

20 WEST: a Web browser for small terminals

77%



Staffan Björk , Lars Erik Holmquist , Johan Redström , Ivan Bretan , Rolf Danielsson , Jussi Karlgren , Kristofer Franzén

Proceedings of the 12th annual ACM symposium on User interface software and technology November 1999

We describe WEST, a WEb browser for Small Terminals, that aims to solve some of the problems associated with accessing web pages on hand-held devices. Through a novel combination of text reduction and focus+context visualization, users can access web pages from a very limited display environment, since the system will provide an overview of the contents of a web page even when it is too large to be displayed in its entirety. To make maximum use of the limited resources available on a typica ...

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